

What is claimed is:

- 1 1. A method comprising:
 - 2 identifying a plurality of states and associated state classes to a state machine;
 - 3 identifying a plurality of events and associated state transitions to the state machine; and
 - 4 the state machine creating state objects and a transition map according to the plurality of
 - 5 states and events.
 - 6
- 1 2. The method of claim 1 further comprising:
 - 2 identifying at least one plug-in class to the state machine, the plug-in class configured to
 - 3 monitor predetermined events.
 - 4
- 1 3. The method of claim 2 further comprising:
 - 2 the state machine creating a plug-in object according to the plug-in class, the plug-in
 - 3 object interacting with the transition map to cause state transitions.
 - 4
- 1 4. The method of claim 1 further comprising:
 - 2 identifying at least one state factory to the state machine, the state machine invoking the
 - 3 state factory to create the state objects.
 - 4
- 1 5. The method of claim 1 further comprising:
 - 2 identifying at least one plug-in factory to the state machine, the state machine invoking
 - 3 the plug-in factory to create the plug-in objects.

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1 6. A method comprising:

2 extending a base state class to create at least one extended state classes;

3 configuring a base state machine class to operate with the extended state classes; and

4 associating the extended state class with a state.

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1 7. The method of claim 6 further comprising:

2 extending a base plug-in class to create at least one extended plug-in classes;

3 configuring the base state machine class to operate with the extended plug-in classes; and

4 associating an event monitored by the extended plug-in class with a state transition.

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1 8. The method of claim 7 in which the base state machine class is configured to cooperate

2 with a state factory class to create state objects according to the extended state classes.

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1 9. The method of claim 7 in which the base state machine class is configured to cooperate

2 with a plug-in factory class to create plug-in objects according to the extended plug-in

3 classes.

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1 10. An article comprising:

2 a machine-readable medium comprising instructions which, when executed by a

3 processor, result in:

4 identifying a plurality of states and associated state classes to a state machine;

5 identifying a plurality of events and associated state transitions to the state machine; and

6 the state machine creating state objects and a transition map according to the plurality of
7 states and events.

1 11. The article of claim 10 further comprising instructions which, when executed by the
2 processor, result in:
3 identifying at least one plug-in class to the state machine, the plug-in class configured to
4 monitor predetermined events.

1 12. The article of claim 11 further comprising instructions which, when executed by the
2 processor, result in:
3 the state machine creating a plug-in object according to the plug-in class, the plug-in
4 object interacting with the transition map to cause state transitions.

1 13. The article of claim 10 further comprising instructions which, when executed by the
2 processor, result in:
3 identifying at least one state factory to the state machine, the state machine invoking the
4 state factory to create the state objects.

1 14. The article of claim 10 further comprising instructions which, when executed by the
2 processor, result in:
3 identifying at least one plug-in factory to the state machine, the state machine invoking
4 the plug-in factory to create the plug-in objects.

1 15. A system comprising:

2 a processor; and
3 a machine-readable medium comprising instructions which, when executed by the
4 processor, result in;
5 identifying a plurality of states and associated state classes to a state machine;
6 identifying a plurality of events and associated state transitions to the state machine; and
7 the state machine creating state objects and a transition map according to the plurality of
8 states and events.

1 16. The system of claim 15 further comprising instructions which, when executed by the
2 processor, result in:
3 identifying at least one plug-in class to the state machine, the plug-in class configured to
4 monitor predetermined events.

1 17. The system of claim 16 further comprising instructions which, when executed by the
2 processor, result in:
3 the state machine creating a plug-in object according to the plug-in class, the plug-in
4 object interacting with the transition map to cause state transitions.

1 18. The system of claim 15 further comprising instructions which, when executed by the
2 processor, result in:
3 identifying at least one state factory to the state machine, the state machine invoking the
4 state factory to create the state objects.

19. The system of claim 15 further comprising instructions which, when executed by the processor, result in:

identifying at least one plug-in factory to the state machine, the state machine invoking the plug-in factory to create the plug-in objects.